DUNGEON EXPLORER

Warriors of Ancient Arts

TEEN
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CONTENT RATED BY ESRB

HUDSON

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

ULUS 10289

DUNGEON EXPLORER

Warriors of Ancient Arts

Thank you for purchasing Hudson Entertainment's "Dungeon Explorer: Warriors of Ancient Arts." Before playing, read this manual carefully to learn how to use the controls. This manual is not available for purchase separately, so please keep it in a safe place.

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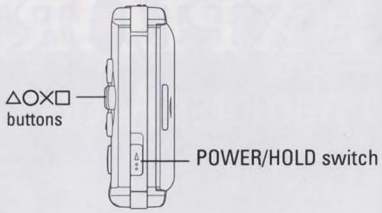
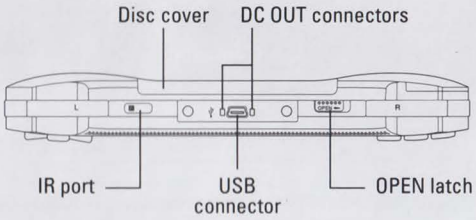
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Dungeon Explorer disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

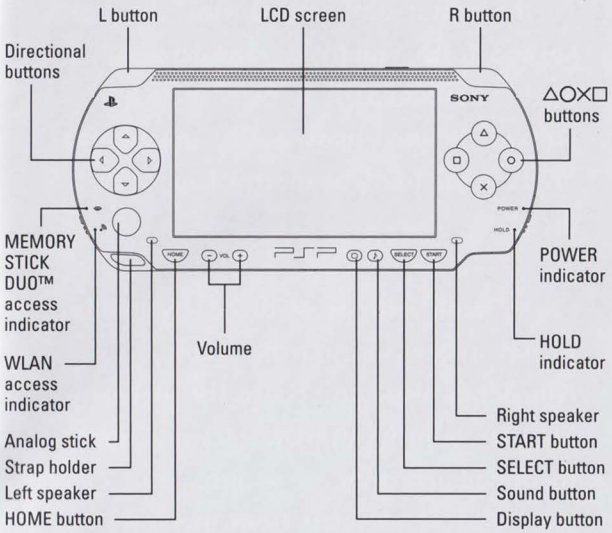
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Story

In the age of darkness, ancient dungeons spewed forth beastly terrors across the land. Bone and flesh, blood and bile stained the land above. The inhabitants of the land lived in mortal fear and dread.

These weak feelings of dread eventually turned angry, uniting the people. Kingdoms arose to oppose the monsters. Monster hunting stimulated trade, and the kingdoms grew in wealth. But as the threat of oblivion from monsters faded, a new evil took its place.

Ambition, hatred and greed splintered the young kingdoms. The teeming monsters below fed on this evil and once more, their numbers multiplied.

Just as the world careened toward its darkest and perhaps final hour... A mysterious sorcerer appeared...

Starting the Game

Title Screen

You will see a movie when you turn on the game. Press the START button to display the title screen.

New Game
Start a new game from Create Character. (Page 7)

Continue
Select this option if you have saved data. You will be able to play from where you last saved.

Game Sharing/Share Demo
Allows you to send the trial version of the game to others through WLAN. (Page 32)

Game Sharing/Multiplayer
Allows you to play a multiplayer game with those whom you are sharing the trial game with. Up to three players can participate in this mode. (Page 34)

Saving

This game is compatible with Memory Stick Duo™ and Memory Stick Pro Duo™. At least 352 KB of free space is needed per save file. You will be able to play without saving, but will not be able to record your progress. You can save your game at your Quarters (Page 25) or in the Rift. (Page 28)

Controls

Directional buttons
- Moves the cursor
- Choose Registered Arts, Items, or Strategy

○ button
- Cancel
- Enter/Exit buildings
- Talk with people
- Use a registered item (Page 17)

L button
- Use the Party Field (Page 31)

△ button
- Use a registered item (Page 17)

R button
- Displays your Art Sight (Page 26) when held down

HOME button

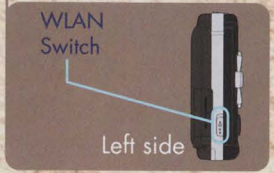
SELECT button
- Displays the entire map (when you are outside of town)

START button
- Displays the Status Menu (Page 16)

Analog stick
- Moves the cursor
- Moves your character
- Moves the Art Sight when active (use with R button).

□ button
- Unleashes Weapon Arts (Page 26)
- Unleashes Job Arts (Page 26) while the Art Sight is displayed
- Used with Big Bang Arts (Page 27)

✕ button
- Decide
- Attack
- Opens treasure chests
- Unleashes Job Arts (Page 26) while the Art Sight is displayed
- Used with Big Bang Arts (Page 27)



Create Character

You will be able to set character properties when you select New Game from the title screen.

▶▶▶ Name Entry

Enter your character's name. If you don't enter anything, the character's name will automatically become "Player."

Entering Letters and Numbers

The screen to the left will appear when you select Name Entry. Move the cursor with the directional buttons and select the letters you want to use for your character's name. Use only alpha-numeric characters when creating your character name. Other symbols may not appear as intended in the game. Press the Start button once you are finished entering a name.

▶▶▶ Select Character

You can set the following three characteristics in the Select Character screen. Select your preference for each. Your character's appearance will change according to the characteristics you select.

Race..... Choose race (Page 11)
Gender.. Choose male or female
Job..... Select 1 of 6 jobs (Page 12-13)

▶▶▶ Edit Color

You can choose your character's outfit color from this menu. The following menu will appear.

Color—1/2/3..... You can change the colors of three parts of your character. Press left or right on the directional buttons to select from parts 1/2/3, then press the ✕ button to change the color. When changing your character's color, press up or down on the directional buttons to select from red, green, or blue, and then press left or right to select a value between 0 and 255.

Default..... Changes all of your character's colors back to the default.

OK..... Confirms color settings and moves you to Status Settings.

Attribute Points Available

Allocate points for each attribute. Select an attribute by pressing up or down on the directional buttons, then increase or decrease attribute points by pressing left or right to allocate.

Attribute Points

Allocate points for the following attributes. You will also receive attribute points when you level up (Page 19) and you will be able to allocate them the same way.

STR .....Physical strength. This attribute greatly influences Physical Attack and Physical Defense.

INT .....Intelligence. Affects Magic Attack and greatly influences Magic Defense.

SPD .....Speed. Influences Physical Attack, Physical Defense, Hit, Movement Speed, and Attack Speed.

DEX .....Dexterity. Influences Physical Defense, Magic Defense, as well as other general combat factors.

MAG ...Magic power. Affects Magic Defense and greatly influences Magic Attack.

LUC .....Luck. Affects Hit and Evasion, and largely influences Critical Hit Rate. (Page 30)

STA.....Stamina. Affects your HP and AP recovery rate, as well as your Knock-Back Rate.

Final Confirmation

"Save Created Character?" will appear as final confirmation for Character Making. Select "Yes" if you would like to save the character you created.

Growing and Becoming a Hero

This game is an Action RPG. Your character will level up as you defeat enemies, thus allowing him or her to learn Arts. Level up by defeating monsters and gaining experience points.

Experience Level

LEVEL .....Indicate experience level and strength.
NextLV.....The amount of experience points needed to level up.
State .....Displayed if you have an abnormal condition. (Page 30)
HP .....Hit points. Your HP will gradually be restored in battle only if you don't do anything.
AP .....The number of points needed to unleash Arts. (Page 26) Your AP will gradually be restored in battle only if you don't do anything.
Physical Attack.....Changes mainly according to STR and your equipped weapon. You will be able to do a lot of damage to enemies if your Physical Attack is high.
Magic Attack.....Changes mainly according to INT and MAG, as well as your equipped weapon. You will be able to do a lot of damage to enemies if your Magic Attack is high.
Critical Hit.....Changes mainly according to SPD and LUC, as well as your equipped weapon. You will be able to perform more critical hits if Critical Hit is high.
Hit.....Changes mainly according to DEX, SPD, and LUC, as well as your equipped weapon. You will hit your enemy more often when attacking an enemy if Hit is high.
Physical Defense...Changes mainly according to STR and your equipped armor. The damage you receive from enemies will be low if Physical Defense is high.
Magic Defense.....Changes mainly according to INT and your equipped armor. The magic damage you receive from enemies will be low if Magic Defense is high.
Evasion .....Changes mainly according to LUC and your equipped armor. You will be able to dodge more attacks from enemies if Evasion is high.

Besides leveling up, you can also strengthen your character with the following methods.

- Buying Equipment (Page 22)
- Strengthening Weapons/Armor (Page 22)
- Setting up your Party (Page 20)
- Mastering Arts (Page 26)
- Adding Elements (Page 24)
- Changing Jobs (Page 21)

If Your HP Goes to Zero

You will not be able to continue fighting if your HP reaches zero. You will also fail a quest if your entire party is defeated. If you enter the Dungeon without accepting a quest and your entire party is defeated, you will lose all of your gained items and experience points then be sent back to the Rift. (Page 28)

Flow of the Game

"Dungeon Explorer: Warriors of Ancient Arts" will progress mainly according to the following flow chart.

When you select "New Game"

Create Character (Page 7)

Tutorial
The tutorial will allow you to learn things such as the game controls and how to use items. You will be able to engage in a battle, but you will not receive any experience points.

When you have saved data and you select "Continue"

Receive quests at the Adventurer's Guild
You can form a party based on the quest. (Page 20)

Enter the Dungeon
Defeat monsters to level up and to collect materials, items, and equipment.

Complete your quest and receive a reward.

Terminology

Here are a few simple explanations for some of the terminology found in the game.

Adventurer's Guild ..... A place that aids adventurers (Page 20)
Quest..... Work you can receive from the Adventurer's Guild.
Jobs..... Jobs that your character can take on. (Page 12) The job you select will determine which items you can equip and which Arts you can learn. (Page 26)
Arts..... The special abilities and critical hits that each character has. This includes magic attacks as well as recovery and support magic. The types of Arts you use and the elements they have determine their effectiveness. (Page 26)
NPC..... A computer-controlled character. You can form a party at the Adventurer's Guild and take your adventurers into the Dungeon.

Races

Izark

The Izark's ability to wield arcane magic is declining due to their lack of faith, but each new job allows the Izark people to grow in their own way. Their HP and AP grow proportionately.

Ist

The Ist have a longer lifespan than that of the Izark, and is a race largely comprised of shamans and bishops. The Ist live an isolated life away from other races in the forested town of Esgarde. Their AP grows quickly as they level up, while their HP grows much more slowly.

Olff

This horned race has a fierce temperament and is comprised mainly of fighters and monks. The Olff have settled in a desolate mountainous area called Bayloss. Their HP increases quickly as they level up, while their AP grows more slowly.

Jobs

This section will introduce the 6 basic job types.

Fighter

Fighters wield swords and are strong in close-range combat. Fighters are good for beginners as they are easy to use.

Hunter

Hunters use weapons like crossbows which are deadly at long range. They are able to use knives as they level up, allowing them to engage in close-range combat. Hunters are quite difficult to use at first, but become easier as they level up.

Monk

Monks excel in the use of rods, but the only blades they can use are knives. As with fighters, they are strong in close-range combat, hence easy to use.

Thief

Their attack power is low and they can only equip light weapons such as throwable knives, but it is useful to have one thief in your party.

Shaman

Shamans excel in the use of black magic Arts such as fire, thunder, and poison. Shamans are weak in close-range combat and difficult to use at first, but they will be able to learn powerful Arts as they level up.

Bishop

Bishops wield white magic and excel in the use of cure, heal, and support Arts. They are weak in close-range combat as their HP is quite low, so they are difficult to use at first, but it is a job you will want someone in your party to have.

Job Classes

There are 6 job classes: E, D, C, B, A, and S. Job class increases gradually as you use Job Arts. (Page 26) You will be able to learn new Job Arts and strengthen the Job Arts you already have by improving your job class. Eventually, you will even be able to change job classes. (Page 21)

Viewing the Screen

In Town

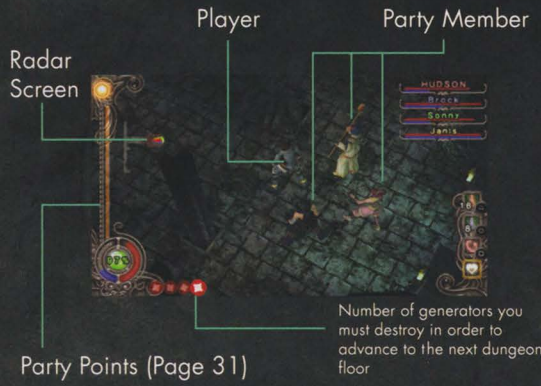
A button icon may appear on the screen when you move in front of certain entrances and exits.

Colors

The color of a party member's name or Art Sight indicates which player they are.

- Red ..... Player, represented in Multiplayer mode as 1P (leader)
- Blue..... 2nd party member, represented in Multiplayer mode as 2P.
- Green.. 3rd party member, represented in Multiplayer mode as 3P.
- Yellow.. 4th party member.

In Battle



Status Menu

The following menu will appear when you press the START button, allowing you to change your character's equipment, strategy, and much more.

Warning

Your game will not pause while the Status Menu is open. You may be attacked by monsters while these menus are open. Stay safe by making the necessary battle preparations in the status menu before entering the Dungeon.

Equipment

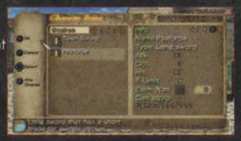
Set up your equipment, Arts, and item slots.

Equipment

Set up your characters' weapons, armor, and accessories from this menu. First select a character and then select whether you want to change that character's weapon(s), armor, or accessories. Select the equipment you would like to change from the equipment selection screen. The following options will appear.

Equip.....Equip the selected item.
Give.....Only selectable when you have a party of two or more members. Give equipment to another character in your party.
Drop.....Discard equipment.

Information for each piece of equipment will be shown on the equipment selection screen. Press the □ button to view additional information.



Arts

Set up your Arts (Page 26) from this menu. First choose a character and then select the type of Arts you want. Types of Arts include Weapon Arts, Job Arts, and Big Bang Arts.

Register Items

Set up shortcut items from this menu. There are item slots for both the ○ button and the △ button—set up these slots beforehand and then select and use items quickly in battle with the directional buttons.

Register Slot...Register shortcut items to the ○ button and △ button. Select an item and toggle between the ○ button and △ button slot settings by pressing the × button.

1st Time ....Item is registered to the △ button
2nd Time ....Item is registered to the ○ button
3rd Time ....No items are registered

4th time you press ×: returns an item to being registered with both ○ and △

Register All Items.....Registers all items to a shortcut item slot

Remove All Items.....Removes all items from a shortcut item slot

Using Items in the Dungeon

Press up or down on the directional buttons to toggle between item slots. Select registered items by pressing left or right on the directional buttons, then press the ○ button or △ button to use the corresponding item.

Quest Confirmation

You can access this menu only when you have an active quest. This menu allows you to view the details of your current quest.

Strategy Settings

Set your battle strategy. The following options will appear in this menu.

All Strategies

Set up your battle strategy here. You can toggle between strategies in battle using the directional buttons.

- Free..... Party members will behave based on the behavior settings configured for each character.
- Recovery..... Party members will heal if their HP falls below 50%.
- Monsters..... Party members will give priority to attacking nearby monsters.
- Generators..... Party members will give priority to attacking nearby generators.
- Ban AP/Items..... Party members will stop using AP and items.
- Follow..... Party members will follow you if there are no monsters nearby.

NPC Behavior Settings

Set the behavior for each NPC. This menu is only available when you have selected "Free" in the All Strategies Menu. Once you have selected an NPC, you can set their behaviors here. Move between options by pressing up or down on the directional buttons, set priority and usage frequency by pressing left or right then press the ○ button to confirm.

Attack Monsters..... Sets the priority for attacking monsters.
Attack Generators..... Sets the priority for attacking generators.
Use Weapon Arts..... Sets the priority for using Weapon Arts.
Attack with Job Arts..... Sets the priority for using Attack Job Arts.
Use Support Job Arts..... Sets the priority for using Support and Special Job Arts.
Priority on Big Bang Arts..... Sets the priority for using Big Bang Arts.
HP Recovery Frequency..... Sets the frequency with which an NPC uses Arts and Items to restore HP.
Use the Party Field..... Sets the priority for using the Party Field.
Use Received Items..... Sets the priority for using items to heal abnormal status effects.
Player Distance..... Sets NPC distance from the player.

Possessions

View the items currently in your possession.

Weapon/Armor/Accessory

Allows you to give equipment between party members and drop equipment.

Item

Allows you to give items to party members.

Material/Jewel/Event Item

Allows you to view items.

Status Points

Allocate status points received after leveling up. The controls used for allocating status points are the same as those in Attribute Points Available (Page 8).

Status Check

View a character's status. Select the character whose status you would like to view.

Basic Status/Attack Status/ Defense Status
Allows you to view detailed information about each type of status.

View Job Arts
You can view a list of usable Job Arts from this menu. Select Job Class to view detailed information about your Job Arts.

View Weapon Arts
You can view a list of usable Weapon Arts from this menu. Select a weapon to view detailed information about its Weapons Arts.

Town Facilities

The name and shape of the town will change depending on the race you select, but the facilities will be exactly the same. Visit the places described in this section to prepare for the Dungeon.

The Adventurer's Guild

The Adventurer's Guild is a place that will aid in your adventure. The following menu will appear when you talk to the Guild Master.

Quests/Quit Quests

Here you can view contract details and pay the contract fee needed to accept a quest. You can only take one quest at a time. You can quit your quest while you have an active quest by selecting Quit Quest. Your contract fee will not be returned to you if you quit or fail a quest. If you complete a quest, your contract fee will be returned to you and you will receive a reward.

Special Quest

You will be able to select Special Quest once you complete a certain number of quests. These are important tasks related to the fate of the kingdom.

Form a Party

From this menu you will be able to select NPCs registered to the Adventurer's Guild and form a party of up to four people. The number of people you may include in your party may be limited based on the quest you accept.

Form party .....Add and/or remove party members.
Disband party.....Dismiss all NPCs from your party. There may be quests in which you cannot remove a certain NPC from your party, in which case you will not be able to use this option.
Quit .....Return to the menu select screen.

Talk

Receive useful advice from the Guild Master.

Adventurer Grade

At first, you will only be able to take on easy quests at the Adventurer's Guild. After you have completed a certain number of tasks, though, you will be able to try your hand at Special Quests. Completing these will raise your Adventurer Grade and allow you to take on even more difficult quests.

The Guild Bulletin Board

You will find the Guild Bulletin Board on the wall inside the Adventurer's Guild. The information which gets posted to this board is divided into two categories. New information may be posted after you complete a quest, so make sure to check back often.

Adventurer's Guild Bulletin Board.....Receive adventure hints and learn of happenings around the world.

Information Swap Board.....This bulletin board is for adventurers to share information with each other.

The Waitress

The following options will become available as your Adventurer Grade improves. Talk to the waitress to access this menu.

Change Jobs

This menu allows you choose a new job to take on. Select a job by pressing up or down on the directional buttons. The conditions necessary for switching to the new job will be shown on the right side of the screen. You will not be able to upgrade to the selected job if you have not met the necessary requirements. Please note that all of your equipment will be removed after you change jobs.

Change to an upper level job

This menu allows you to search amongst various jobs and, if you have met the necessary requirements, upgrade to the job you have chosen.

Edit Color

This menu allows you to change your character's color just like in Create Character. (Page 7)

Edit Name

This menu allows you to change your character's name using the same controls as those in Create Character. (Page 7)

Blacksmith

You can buy and sell weapons and armor at the Blacksmith. You can also strengthen your weapons and armor once your Adventurer Grade (Page 20) is sufficiently high.

▶▶▶ Buy

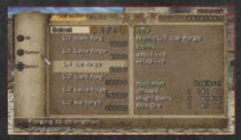
First select weapon or armor. Then select a type of equipment as well as the character who will carry that equipment. You will then be asked "Buy?"

If you select "yes," you will then be asked "Equip?" if your character can equip it. Select "Yes" if you want to equip the purchased item.

▶▶▶ Sell

First select weapon or armor. Select a character or the Storage Box (Page 25) and then choose the item(s) you would like to sell. You will be asked "Sell?" Choose "Yes" to confirm.

▶▶▶ Temp Weapon/Temp Armor



This menu allows you to strengthen your armor and weapons using materials you find in the Dungeon. There is a limit, however, to the number of times you can strengthen a weapon or piece of armor; equipment with a Temper limit of 0 cannot be further strengthened. First select a character or the Storage Box (Page 25), and then select the equipment you would like to strengthen. Next, choose a smithing method. At this time, information will be shown on the right side of the screen which explains the materials necessary and the results of the selected smithing method. After you are done, you will be asked "Temper?" Choose "Yes" to continue strengthening.

Item Shop

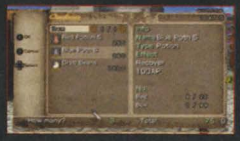
You can buy and sell items, materials, and accessories at the Item Shop.

▶▶▶ Buy

First select the item you would like to buy, and then choose a character to hold that item. Next, select the quantity you want to buy. You will then be asked "Buy?" Choose "Yes" to confirm.

▶▶▶ Sell

First select whether you want to sell items, materials, or accessories. Next, select a character or the Storage Box (Page 25) and then select the item and the amount of that item you would like to sell. You will then be asked "Sell?" Choose "Yes" to confirm.



Alchemist

You will be able to visit the Alchemist after your Adventurer Grade (Page 20) increases.

▶▶▶ Item Alchemy

Create items or materials from the materials in your possession by using Item Alchemy. Choose from the following two menu options.

Item

Create items by combining materials in your inventory. First select the item you want to create from the list, and then choose the character to hold it. Next, select the number of that item you would like to create. You will then be asked "Alchemize?" Choose "Yes" to confirm.

Material

Combine materials in your inventory to make different materials. First select the material you want to create from the list, and then select the amount of that material you want. You will then be asked "Alchemize?" Choose "Yes" to confirm.

Give Elements

Use jewels to add elements (Page 29) to weapons and armor. There is a limit to the number of times you can add elements to and/or strengthen weapons and armor. Elements cannot be added to equipment with a strengthening limit of 0.

First select a jewel, then select a weapon or armor. Next, select a character or the Storage Box and choose the equipment you would like to add elements to. When you are done you will be asked "Give element?" Choose "Yes" to confirm.

Effects of give element

Adding elements differs from strengthening weapons and armor (Page 22) in the following ways:

- You will be able to inflict abnormal status conditions (Page 30) upon monsters if you add elements to your weapons.
- You will be able to prevent your character from receiving abnormal status conditions when they are attacked by monsters if you add attributes to your armor.

Jewel Alchemy

Combine jewels (Page 29) from your inventory to create different jewels. Choose from the following two options when using Jewel Alchemy.

Condense Alchemy

Condense together two or more jewels of the same type. Doing so will allow you to create a jewel with a greater amount of the same attribute.

Mix Alchemy

Combine jewels of different types to create a jewel with a different attribute.

Jewel Alchemy is carried out through the following process. First, select the jewel you want to create from a list. Next, select Condense Alchemy or Mix Alchemy, then select the amount of that jewel you would like to create. You will then be asked "Alchemize?" Choose "Yes" to confirm and create.

Your Quarters

You cannot directly enter the castle or manor in which the king or tribal chief resides, but going to your Quarters will allow you to access different options. These options are listed below.

Save Data

You can save your game details by going near your bed and pressing the ○ button. Select the file you want to save your game to. You will be asked "Do you want to overwrite the data?" if you select a file with previously-saved data. Choose "Yes" if you would like to overwrite the data. If you do not want to overwrite the data, choose "No" and select an empty file.

Delete Data

You can delete game data by going near your bed and pressing the × button. Select the saved data you would like to delete.

Organize Items (Storage Box)

Characters can only carry a certain amount of items. Go near the box placed in the center of your Quarters and press the ○ button to use the Storage Box to organize items. Choose between the following two options.

Take Out

Remove items from the Storage Box. First select the type of item you would like to take out, and then select the item and number of that item you want to remove from the Storage Box. You will then be asked "Take out?" Choose "Yes" to confirm and remove.

Store

Store items in the Storage Box. First select the type of item you would like to store, and then select the item and number of that item you want to keep in the Storage Box. You will then be asked "Store?" Choose "Yes" to confirm and store.

Adjust Sound

Go near the phonograph and press the ○ button to adjust game sound.

BGM VOLUME

Adjust music volume by pressing left or right on the directional buttons.

SFX VOLUME

Adjust the sound effects volume by pressing left or right on the directional buttons.

CONFIRM

Select this menu to save the adjusted volume settings.

Battle

This section will explain important points related to battle.

Arts

Arts is the general term used to refer to each character's special abilities and critical hit, as well as their attack, recovery, and support magic. This includes the following Arts.

Weapon Arts

Weapon Arts are special attacks which depend upon your equipped weapon. If you change your equipped item, the Arts you can use will change. You can also increase your weapon's effect, power, and learn new Weapon Arts by using the same weapon often.

Job Arts

Job Arts are special attacks which depend upon your job. Unleash Job Arts by pressing the □ button or ✕ button after you have selected an enemy with your Art Sight. You may not be able to use some Job Arts if you change jobs, but they will be saved as learned skills nonetheless. You can learn new Job Arts by leveling up your Job Class. You will also be able to unleash more powerful Job Arts by increasing your skills.

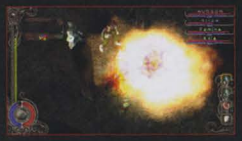
Your Art Sight

Your Art Sight will appear at your character's feet when you hold down the R button. You can move your Art Sight by using the Analog stick while holding down the R button. You can perform the following actions with the Art Sight.

- Move your Art Sight to a party member and press the △ button or ○ button to use an item and heal that person.
- Move your Art Sight to a monster or party member and press the □ button or ✕ button to use Job Arts on them.
- Unleash Big Bang Arts (Page 27) by pressing the □ button or ✕ button when two or more party members have their Art Sight set on a single monster.

Big Bang Arts

You can perform powerful Big Bang Arts by overlapping the Art Sights from multiple party members. The strength of your Big Bang Arts will increase according to the number of party members who combine their Art Sights. You will be able to unleash a very powerful attack if you and your party members all use their attacks with precision timing. Big Bang Arts also have attributes (Page 29), so make sure to use the right Arts on the right enemies.

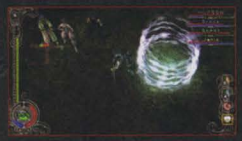


Unleashing Big Bang Arts

1. Move your Art Sight to a single monster. Keep your Art Sight in place while other party members' move their Art Sight to the same monster.
2. Press the ○ button or ✕ button once other party members move their Art Sight to the monster.
3. The Art Sight timer will begin to turn. Press the □ button or ✕ button right when the timer reaches the Activation Point.

Activation Point

The Dungeon



There are many levels and areas in the Dungeon. You will need jewels (Page 29) in order to go to high level areas. Also, you will not be able to take on some quests if you have not reached a certain level in the Dungeon. The Dungeon is split up according to the different elements. Once inside the Dungeon, you will not be able to go back through the entrance to return to town or the previous area. In order to return to town or the Rift, you must defeat the Boss in the deepest depths of the area and proceed through the exit.

If you have not taken on a quest, you can return to the Rift (Page 28) by using the Rift Wings.

Warning

If you enter the Dungeon without taking on a quest, and all of your party members are defeated, you will lose all your experience points and items then be returned to the Rift. (Page 28)

The Rift

Once you complete a certain quest, you will then be able to enter an area called the Rift. Just like in your Quarters, you can organize your items and save/delete your game data in the Rift. There is also a door which allows you to return to town and slate doors leading to the Dungeon.

Slate Doors

The slate doors found in the Rift lead to the Dungeon. In order to advance to high level areas in the Dungeon, you must insert jewels with Unlock Points into these doors. The following menu will appear when you stand in front of a slate door and press the ○ button. You can switch between slate doors by pressing the L or R buttons.

To dungeon ..... You can go to the Dungeon by selecting this option. Press left or right on the directional buttons to select a level if you have unlocked level two or above.

Insert Jewel..... Insert a jewel into the slate door. You will be able to go to a higher level of the Dungeon if the jewel you insert has enough Unlock Points.

Rift Multiplayer

You can choose the "Rift MP" option by talking to a character named Popoi in the Rift. By selecting this option, you will be able to play in Multiplayer mode using your current character. (Page 35)

Elements and Jewels

Elements

In the world of Dungeon Explorer there are 7 elements: Mercury, Mars, Jupiter, Saturn, Venus, Uranus, and Neptune, each of which has a strong or weak affinity to the other elements. Elements are present not only in weapons, armor, materials, and jewels, but can also be found in the Dungeon.

Mercury is shown as having a stronger influence over Mars than Mars has over Mercury. The diagram to the left shows each element with two other elements on either side, indicating the two elements which are either stronger or weaker than it. If an element is not directly next to another element, then that indicates that the two elements are equal to one another. Non-elementals have a somewhat weak influence upon all of the elements.

Jewels

Jewels are items that contain concentrated elemental power and which can be obtained in the Dungeon. The name of each jewel indicates which of the 7 elemental powers it has. Jewels can be used in the following two ways:

Inserting jewels into the slate door

Jewels are items necessary for going to new dungeons. You can open higher level dungeons by inserting jewels with Unlock Points into slate doors. Your Unlock Points depend on the type of jewel you use. You can collect jewels by destroying the generators found in the Dungeon.

Give elements to weapons and armor (Page 23)

You can use jewels to add elements to weapons and armor at the Alchemist.

Generators

Generators are mysterious objects in the Dungeon which create monsters. The amount of damage they receive is not shown on the screen, but they will eventually be destroyed if you continue to attack them. A jewel may appear when you destroy a generator.

Critical Hit

You may, from time to time, deal a blow to a monster and cause more damage than usual when using the × button to attack. These attacks are called Critical Hits and are indicated by a yellow damage number. The rate at which you unleash a critical hit is based on your character's LUC. (Page 8)

Getting Knocked Back

Your character may be thrown backwards and fall down as a result of a powerful attack from a monster or generator. This is called being Knocked Back. Quickly move the Analog stick around in all directions when you are knocked down to stand back up again.

Abnormal Conditions

Getting attacked by monsters may result in one of the following abnormal conditions. You can heal each ailment by using the appropriate item or Arts.

- Poison ..... Your HP will slowly decrease.
- Petrify..... You will become petrified and unable to move. You will be defeated if you are attacked 5 times while in this state.
- Sleep ..... You will fall asleep and be unable to move. You may wake up once you receive damage. If you are attacked and you don't wake up, you will receive a large amount of damage.
- Daze..... You will attack whomever is closest to you, regardless if it is a friend or enemy.
- Burn..... Your HP will continue to decrease for a certain length of time. Burn will spread to other players or NPCs if you touch them.
- Freeze..... You will be defeated after 10 seconds.
- Slow ..... Your movement will become slow. You will receive more damage than usual if you are attacked.
- Incapacitate. Your HP will become 0 and you will no longer be able to continue fighting. You may be able to recover your HP if you can use the Party Field. (Page 31)

NPCs (Non-Playable Characters)

There are NPC adventurers in the Adventurer's Guild. You can explore the dungeon in cooperation play by adding these NPCs to your party. In Special Quests, you will have to add certain NPCs to your party who function as key characters in the game's story.

Leading NPCs

You are the party leader, and the NPCs will generally follow your instructions. However, each NPC has a different personality. Thus even if you give two NPCs the same instructions, they will fight in their own individual way.

NPC Growth

NPCs are also able to level up. You can alter their equipment and color. Improve all of the members of your party and storm the Dungeon! Note, however, that you will not be able to change certain NPCs.

The Party Field

You will be able to use the Party Field once you complete certain quests. When getting abnormal status effects such as poison or sleep or when incapacitated by a powerful enemy, you can temporarily reverse damage done to your party by using the Party Field. You will also eventually recover from any abnormal status after using the Party Field.

Using and Canceling the Party Field

You will have to receive permission from your party members to initiate the Party Field. You can activate the process by pressing the L button, then selecting a command: request (HELP), permission (OK), and cancel (STOP). The Party Field will automatically be canceled if you attack or use Arts while it is active.

Party Points

You can collect Party Points by defeating enemies and collecting Soul Energy. Your party's natural HP recovery will become faster when your Party Points meter is full.

You can play in the following multiplayer games via the Wireless LAN Ad Hoc Mode.

▶▶▶ SHARE DEMO

You will be able to share with people who do not have the game UMD by selecting Game Sharing/Share Demo from the title screen.

▶▶▶ MULTIPLAYER (2-3 players) (Page 34)

By selecting Game Sharing/Multiplayer from the title screen, you will be able to engage in multiplayer mode with a maximum of three players using game sharing.

▶▶▶ Entering the Dungeon from Rift MP (2-3 players) (Page28)

If, during single player mode, you talk to a character in the Rift (Page 28) named Popoi and select "Rift MP," you will be able to participate in multiplayer mode with the character you strengthened in single player mode.

NetBSD

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GAME SHARING (Demo Distribution)

Preparations

Leader (Host)	Member (Client)
1 PSP® system	1 PSP® system

1 UMD™ of "Dungeon Explorer: Warriors of Ancient Arts"

STEP 1: WLAN Switch

The Leader (Host) must start the game and then turn the wireless LAN switch to the ON position. Members (Clients) must then turn on the power and the wireless LAN switch.

STEP 2: Menu Selection

Leader (Host)

Select Game Sharing/ Share Demo from the Title Screen

Member (Client)

Select Game Sharing from the PSP® system Home menu.

The "Waiting for players to join" screen will then appear and available PSP® systems will be searched for.

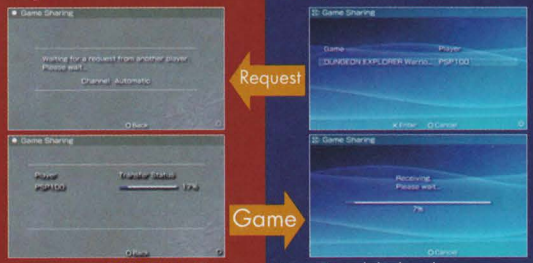
STEP 3: Begin Connection

Leader (Host)

The screen shown below will appear once you receive a request, then download will begin.

Member (Client)

The screen shown below will appear once you find a leader. Press the ✕ button to send your request.



STEP 4: Connection Established

Leader (Host)

The warning screen will appear once a connection is established.

Member (Client)

Once the connection is established, the game will begin.

Game Sharing Warning

Unlike single player mode, you will not be able to save when playing with Game Sharing. Additionally, the trial version will be erased once you turn off your PSP® system.

Trial Version

The following three menus can be accessed from the trial menu.

Tutorial Play..... Play while confirming controls. You will automatically move on to Dungeon Play once the tutorial is over.

Dungeon Play ..... Play by yourself in the trial version.

Multiplayer ..... Play in a shared game with a maximum of three people. (Page 34)

▶▶▶ Playing in Trial Mode

Select the character you would like to be from a list of four choices. Three NPC party members will play in Tutorial Play and Dungeon Play. In Multiplayer (Page 34), the leader can add members and share the multiplayer game with them rather than having NPCs participate.

SHARING MULTIPLAYER

Select Game Sharing and then Multiplayer from the title screen to participate in this mode with a maximum of three characters. You can also become the leader and play with other members using a PSP® system which has received the game through sharing. Set up Sharing Multiplayer mode according to the following instructions.

Preparations

Make sure to share the game through Game Sharing beforehand. (Page 32) Next, decide who will be the leader so that you will be able to smoothly navigate through setup. Ensure that the wireless LAN switch is in the ON position.

STEP 1: Character Selection

First select the character you would like to play with from a list of four.

STEP 2: Leader/Member Selection

One person will then become leader. The remaining players must choose "member." STEP 3 of setup is different for the leader than it is for the member(s).

STEP 3: Add Members

Leader (Host)

The following screen will appear in the leader's screen. The names of members will be shown.

Press the ✕ button once members have gathered to begin the game.

Member (Client)

Leaders will be searched for who you can connect with. Once a leader is found, press the ✕ button and then wait for the leader to finish setup.

Select the leader you would like to play with if multiple leaders are found.

Entering the Dungeon from Rift MP

If, during single player mode, you talk to a character in the Rift (Page 28) named Popoi and select "Rift MP," you will be able to play in Multiplayer with one of your normal characters.

Rift Multiplayer is not available if you have accepted a quest or added members to your party. A screen will appear before you accept 'Rift MP,' allowing you to forfeit a quest and dismiss your party without returning to the Guild.

Preparations

Set up your game in the same way you prepare for SHARING MULTIPLAYER (Page 32), excluding STEP 1: Character Selection.

•Warnings when heading to the Dungeon from Rift MP

The Leader and the Dungeon

Your party will only be able to go to the dungeons your leader can go to. In order for your party to enter a dungeon, all members must stand before the slate door and press the ○ button, and the leader must then select a dungeon.

Experience Points and Items

When going from Rift MP to explore a dungeon, you cannot gain experience points, but your chance of finding rare items greatly increases.

Returning to the Rift

If you talk to Popoi while you are in Rift MP, the "To Rift" menu will appear. Select this option to disconnect from Multiplayer and return to single player mode.

Getting Disconnected from Multiplayer

If you get disconnected while in the middle of Multiplayer, the remaining players will still be able to explore the dungeon.

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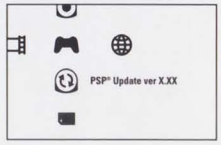
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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PlayStation Portable

HUDSON

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EVERYONE

E

Mild Cartoon Violence

ESRB CONTENT RATING www.esrb.org

Game Experience May Change During Online Play

Warriors Unite!

Battle demonic forces and lead up to three comrades-in-arms to defeat the evil that plagues the Kingdom and seal off the portal to the underworld.

- **Choose your Hero –** Over 70 different Warrior Types, varying in race, gender and class.
- **Choose your Weapon –** Arm your character with over 300 variations of weapons, armor and equipment.
- **Choose your Fight –** Uncover over 150 different fighting styles.
- **Epic Multiplayer Action RPG –** Battle the underworld alone or with up to three players via Ad Hoc support.

UMD

1–3 Players | Memory Stick Duo™ 352 KB

Wi-Fi Compatible (Ad Hoc)(1-3 Players) | GameSharing

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TEEN T

Animated Blood
Mild Fantasy Violence

ESRB CONTENT RATING www.esrb.org

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PSP

DUNGEON EXPLORER
Warriors of Ancient Arts

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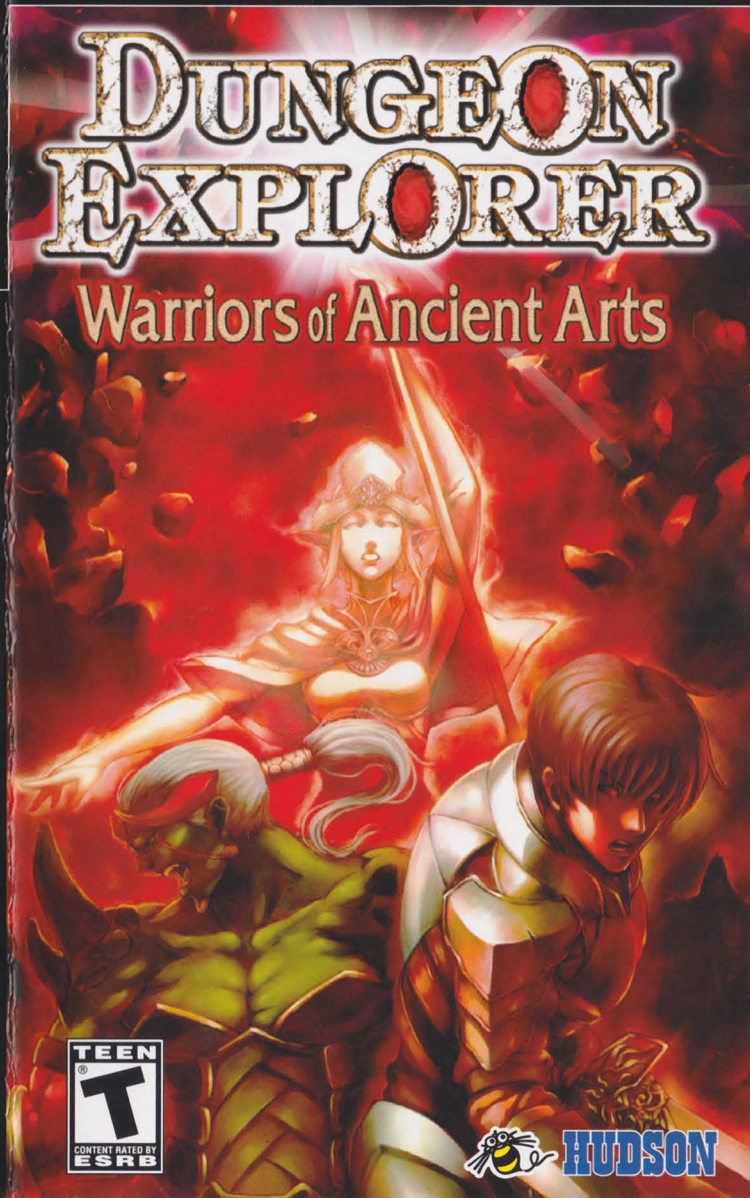
UMD

PSP

DUNGEON EXPLORER

Warriors of Ancient Arts



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